

THE FIFTH AGE

A SPACEFARING HARD(ER) SCI-FI TOTAL CONVERSION FOR DUNGEONS AND DRAGONS 5TH EDITION

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INTRODUCTION TO "THE FIFTH AGE"

Welcome! It is the dawn of the 24th century, and an interesting time for the human race. Fifth Age chronicles the dawn (or perhaps more like early mid-morning) of humanity exploring the stars and getting into all manner of trouble, fraught with peril, excitement and drama. The science in this sci-fi is a little on the harder side than some might be used to and the adventure is a little pulpy, a perfect mix for the 5e DnD system.

Humanity's first contact with alien life was a violent one, but fruitful. Equipped with the FTL technology of the alien civilization they encountered, humans could have eventually had the stars, but eventually is just never good enough. Pushing the boundaries of the technology, humans have spread farther, faster, than any species in recorded history, to the horror and dismay of other species who see humanity as a cancerous plague infecting the new frontier opened up by the enhanced hyperdrive.

The solar system is divided up by a smattering of old earth nation states, intent on keeping their grip on power while shadowy secret societies and mega corporations pull strings and manipulate events. Individual colonies might attempt to maintain their sovereignty, but eventually most bow to the will of the League of Starfaring Nations, or sell out to one of the licensed mega-corps.

The thin strands binding together dozens of newly settled worlds and old earth are the spacers, daring starfarers willing to brave the dangers of hyperspace to haul freight, information, and new colonists into the frontier. Thanks to the relativistic time effects of hyperspace, these career spacers will age only a few short years while decades pass on the planet of their birth, meaning they must cast aside their old ties to friends and family, becoming a new type of culture all to themselves. Fifth Age is the story about these courageous adventurers, intrepid explorers and ruthless mercenaries, pushing the light of humanity into the deep darkness, and finding wealth, glory and adventure.

Do you have what it takes to turn your back on the planet of your birth, and leave everyone you've ever known to die of old age while you step onto alien worlds, and see things no human ever has?

CHAPTER 2: CREATING A CHARACTER



Character creation in Fifth Age follows a series of simple steps:

For the truly adventurous (and if you can't be adventurous filling out a form, then space might not be for you), try this method.

STEPS TO CREATING A CHARACTER:

1. Assign Ability Scores
2. Choose a Species (and a subrace, if applicable)
3. Choose a Class
4. Choose a Background

Now, I assume you've built a character before, but if not, well, let me do what I can to help you out (it's better than learning about it on the street).

1. ASSIGN ABILITY SCORES

There are a number of methods of assigning a character's six ability scores.

POINT BUY

Point buy is probably the most fair and balanced. You have somewhere around 25-29 points to spend on abilities depending on how cool of a guy your DM is, and may spend those points according to the table below.

Ability Score Point Cost

8	0
9	1
10	2
11	3
12	4
13	5
14	7
15	9

For people in a hurry to get playing, just slap the following numbers into your ability scores.

SCORE ASSIGNMENT

Assign these numbers to whichever ability you want them in:

15, 14, 13, 12, 10, 8

Stodgy old fashioned gamers can simply roll dice, say 3d6 for each ability score. Maybe 4d4. You can figure it out.